

FIG. 2B

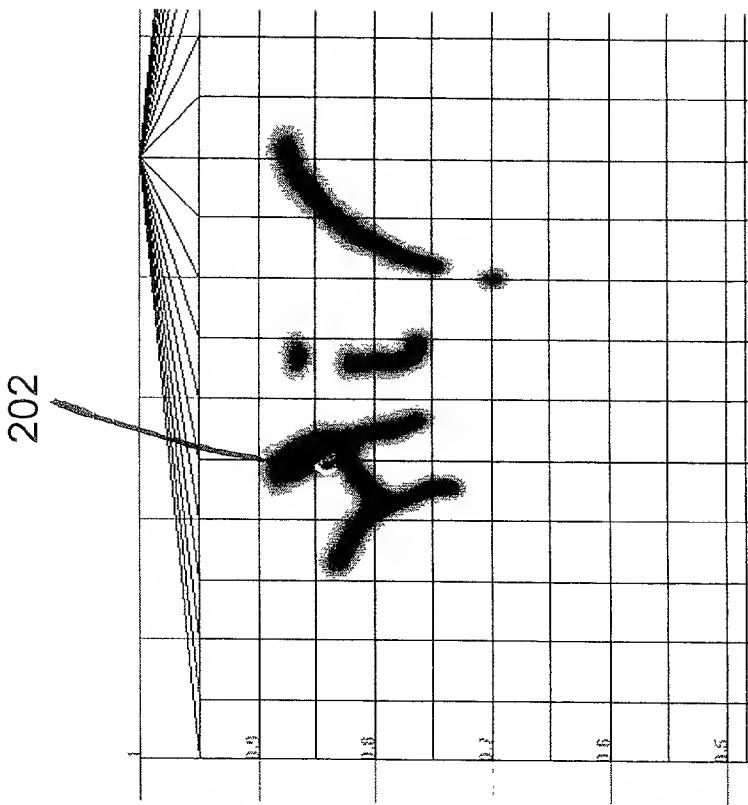
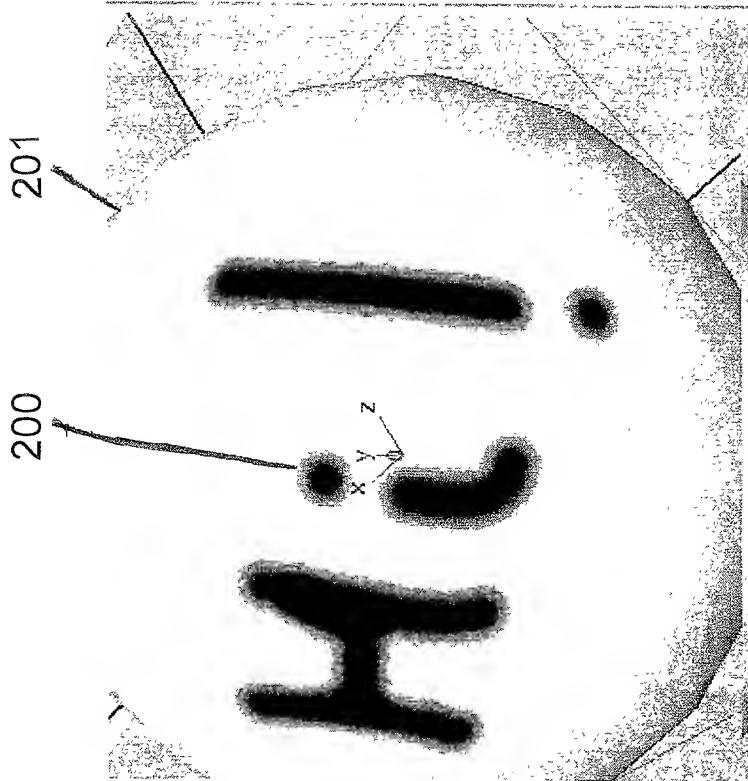


FIG. 2A



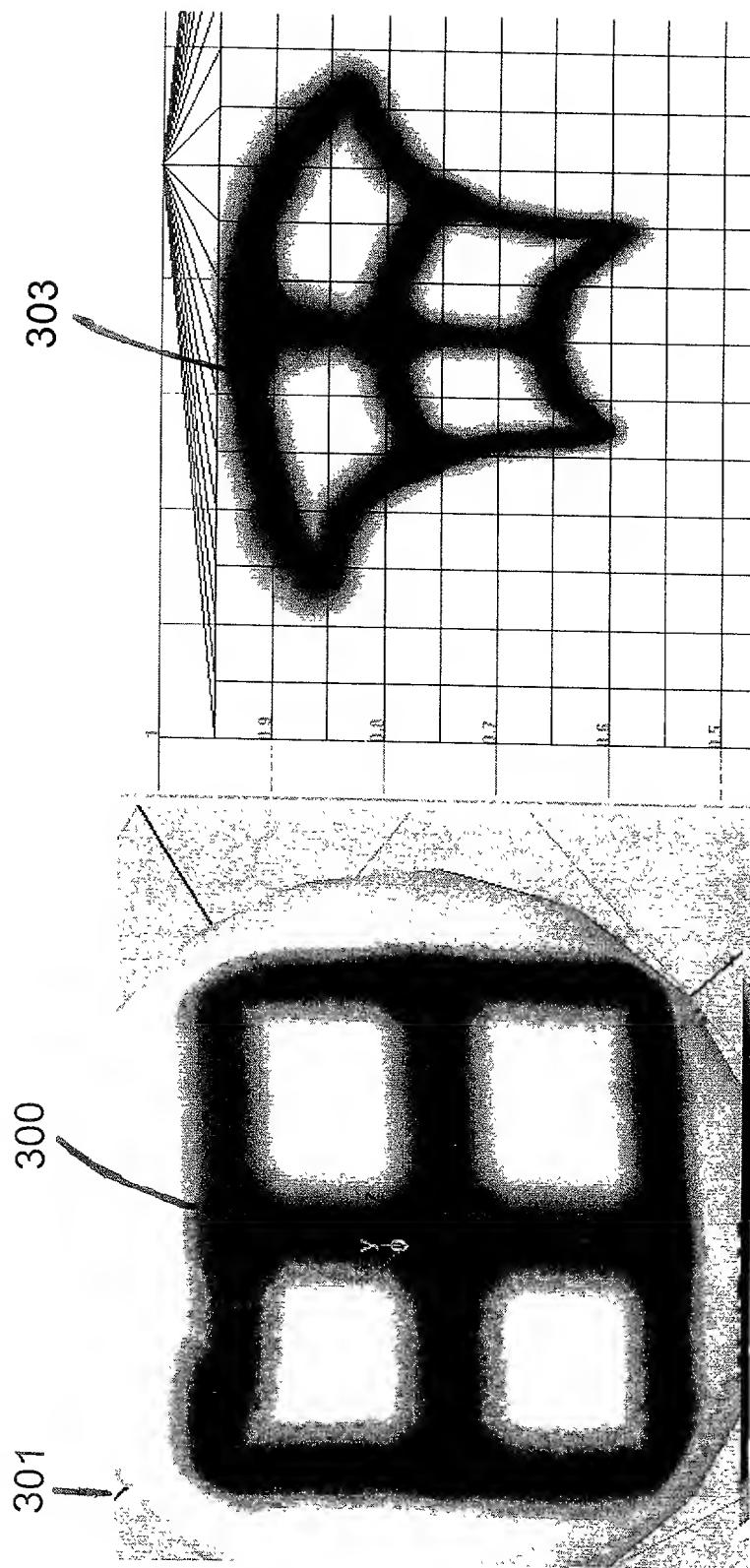
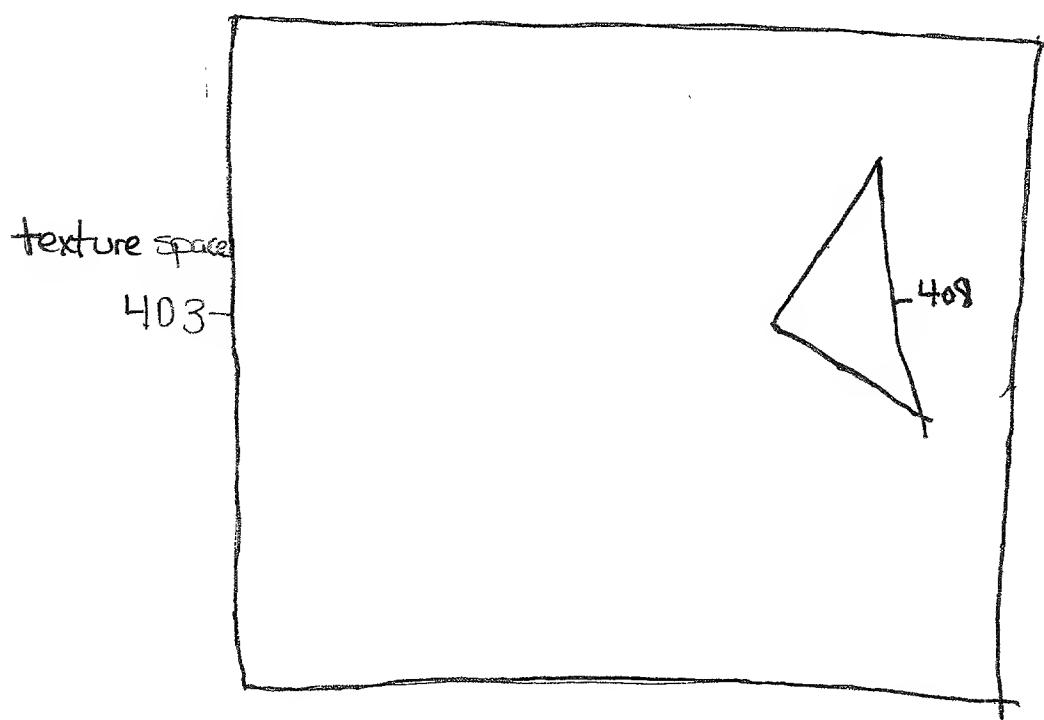
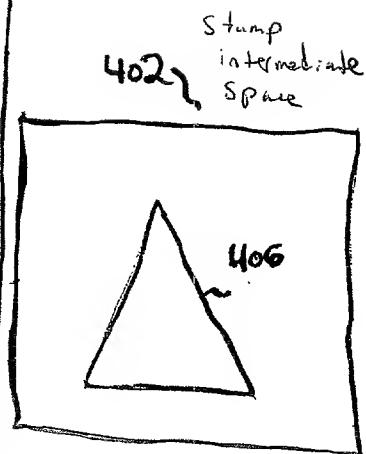
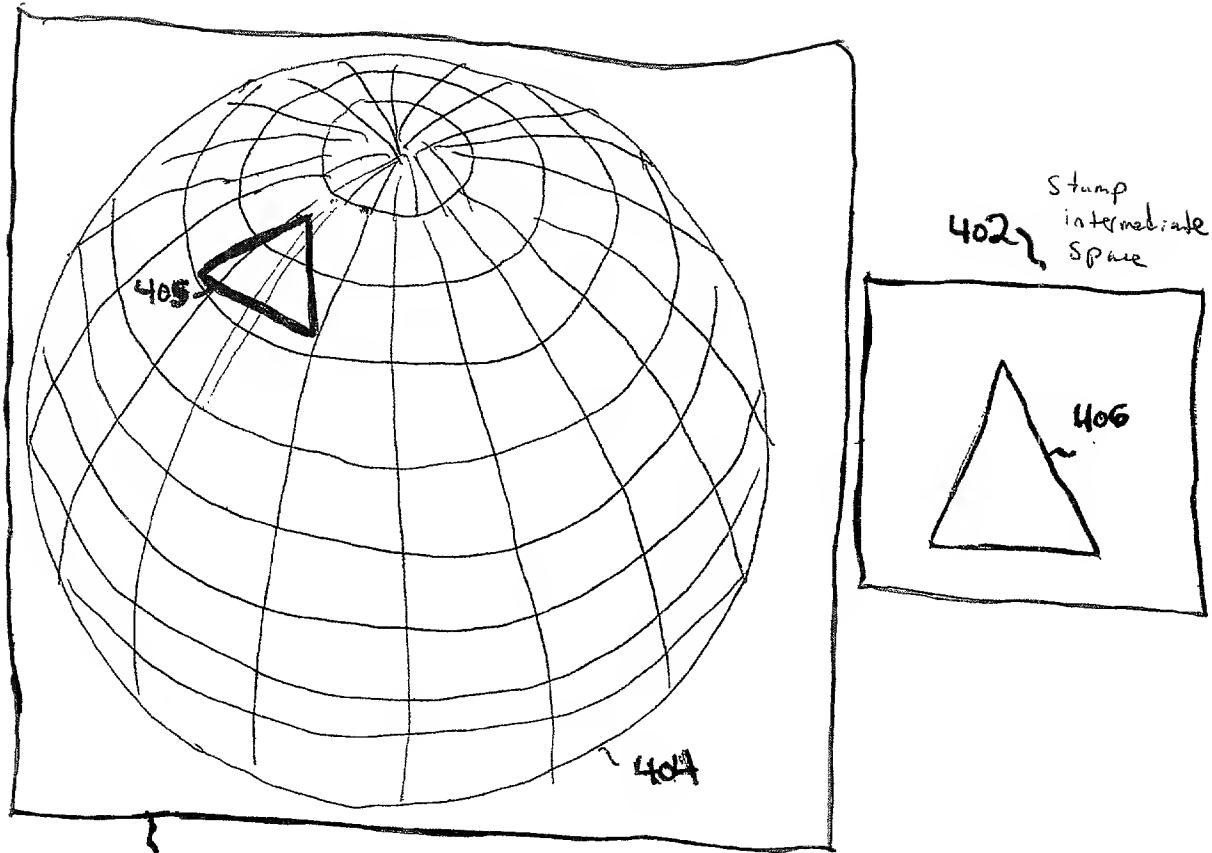


FIG. 3A

FIG. 3B

FIG. 4



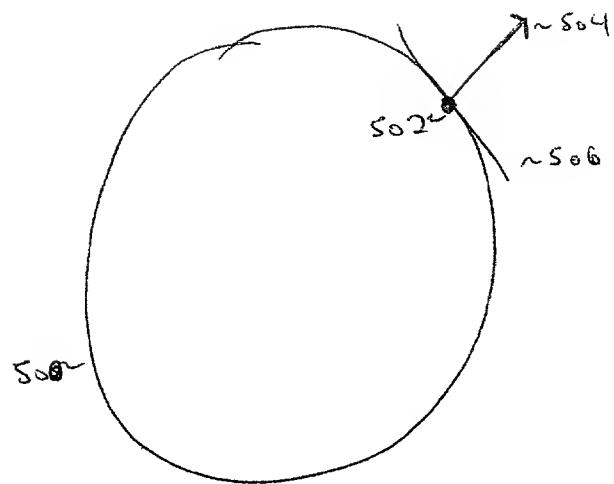


Fig. 5A

2020-07-09 09:47:00

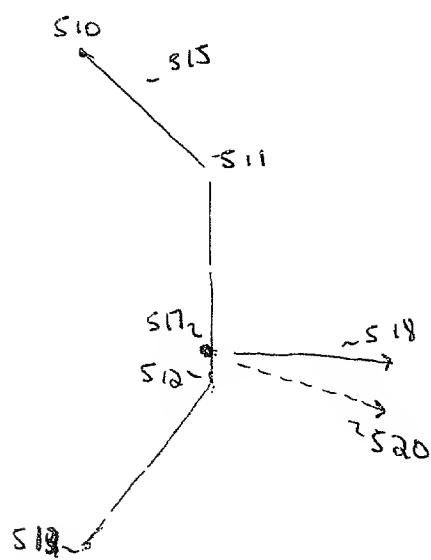


Fig. 5B

200 300 400 500 600 700 800

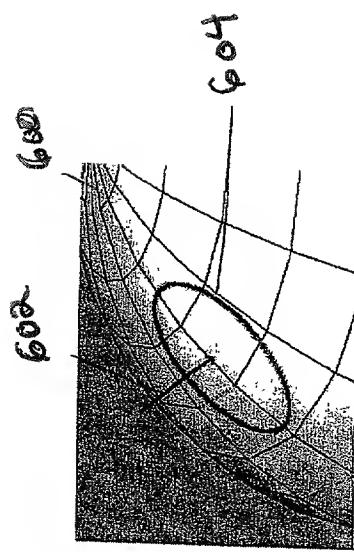


FIG. 6

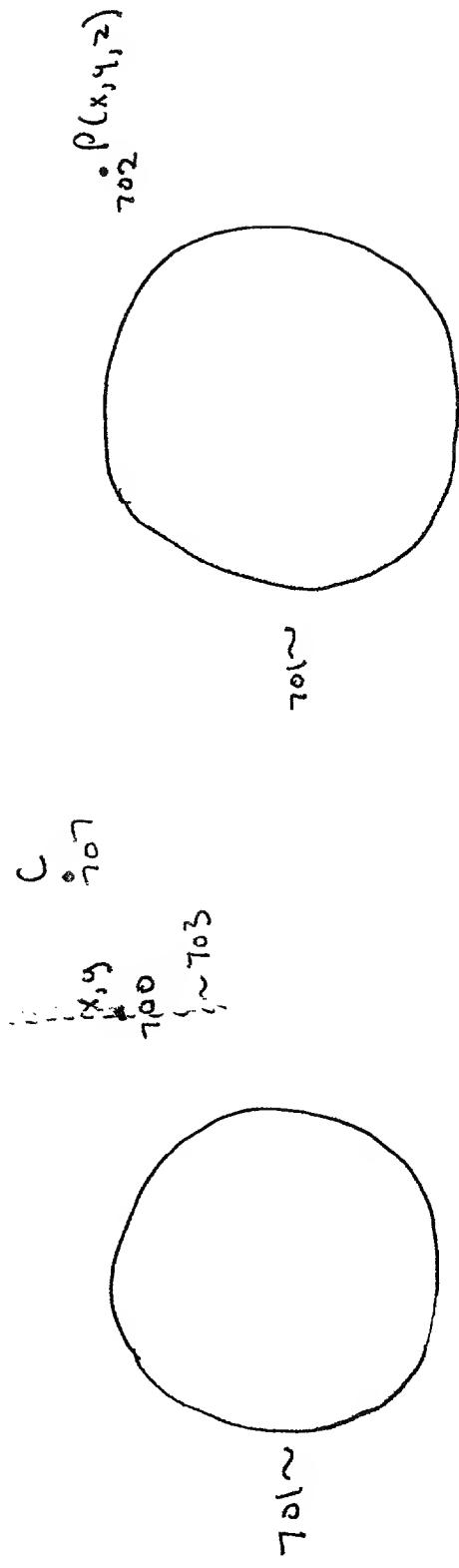


Fig 7A

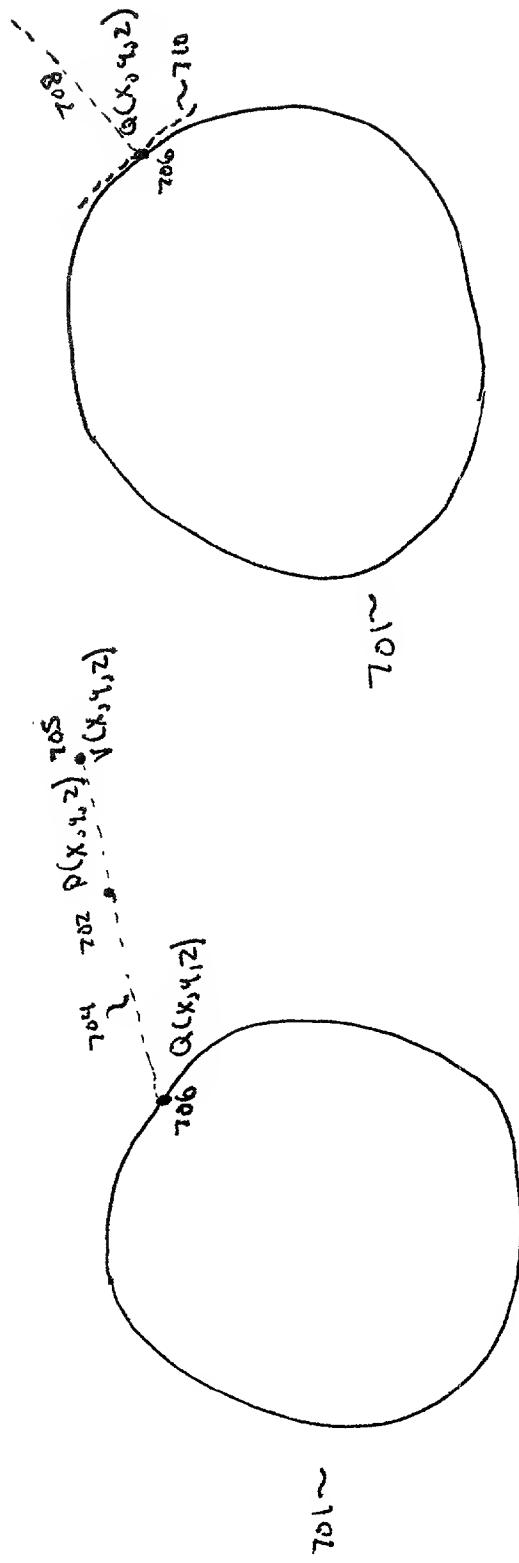


Fig 7C

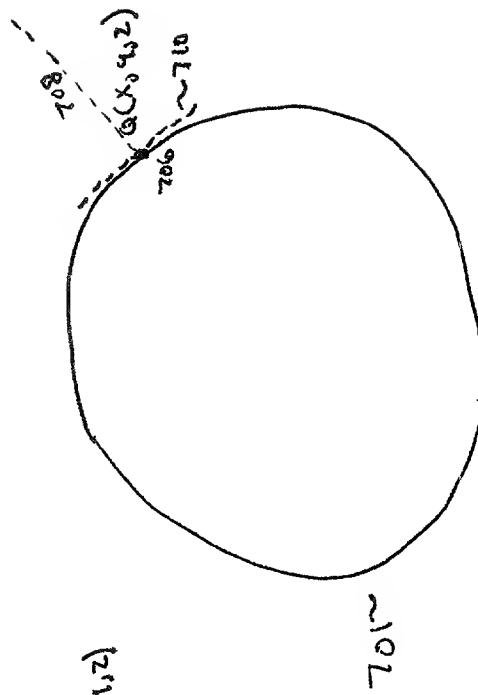


Fig 7D

Fig 7B

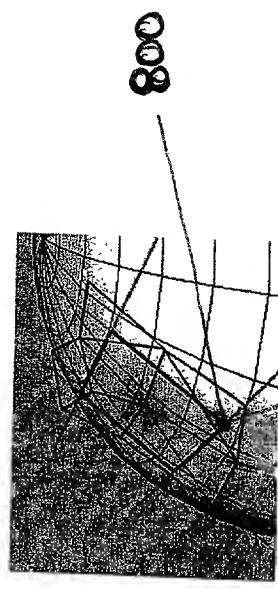


Fig. 8

Fig. 9B

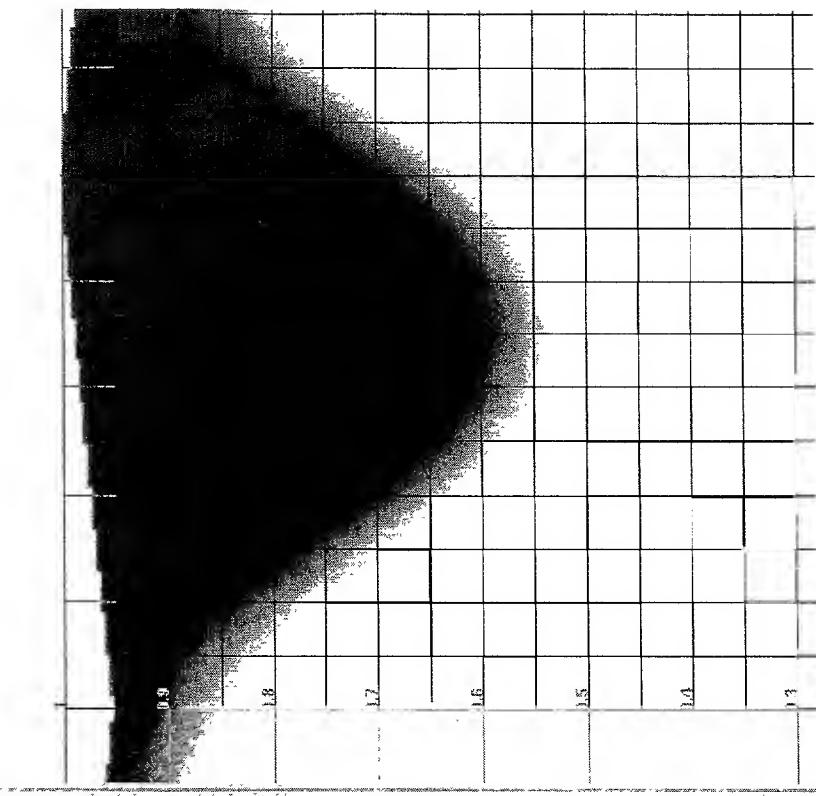


Fig. 9A

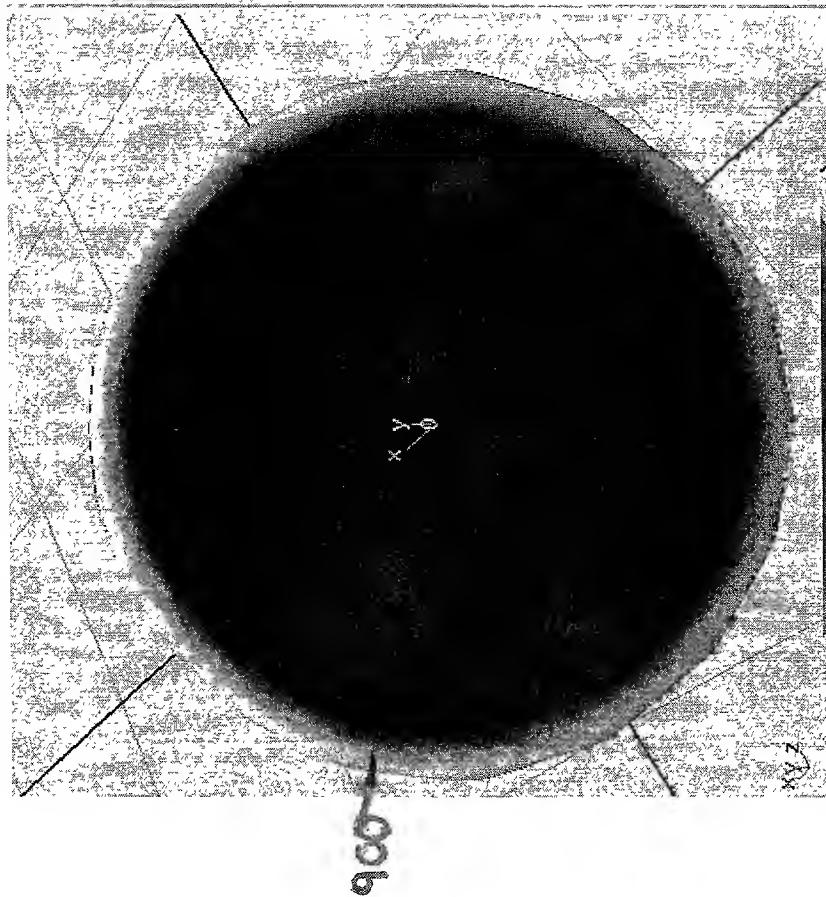


FIG. 10B

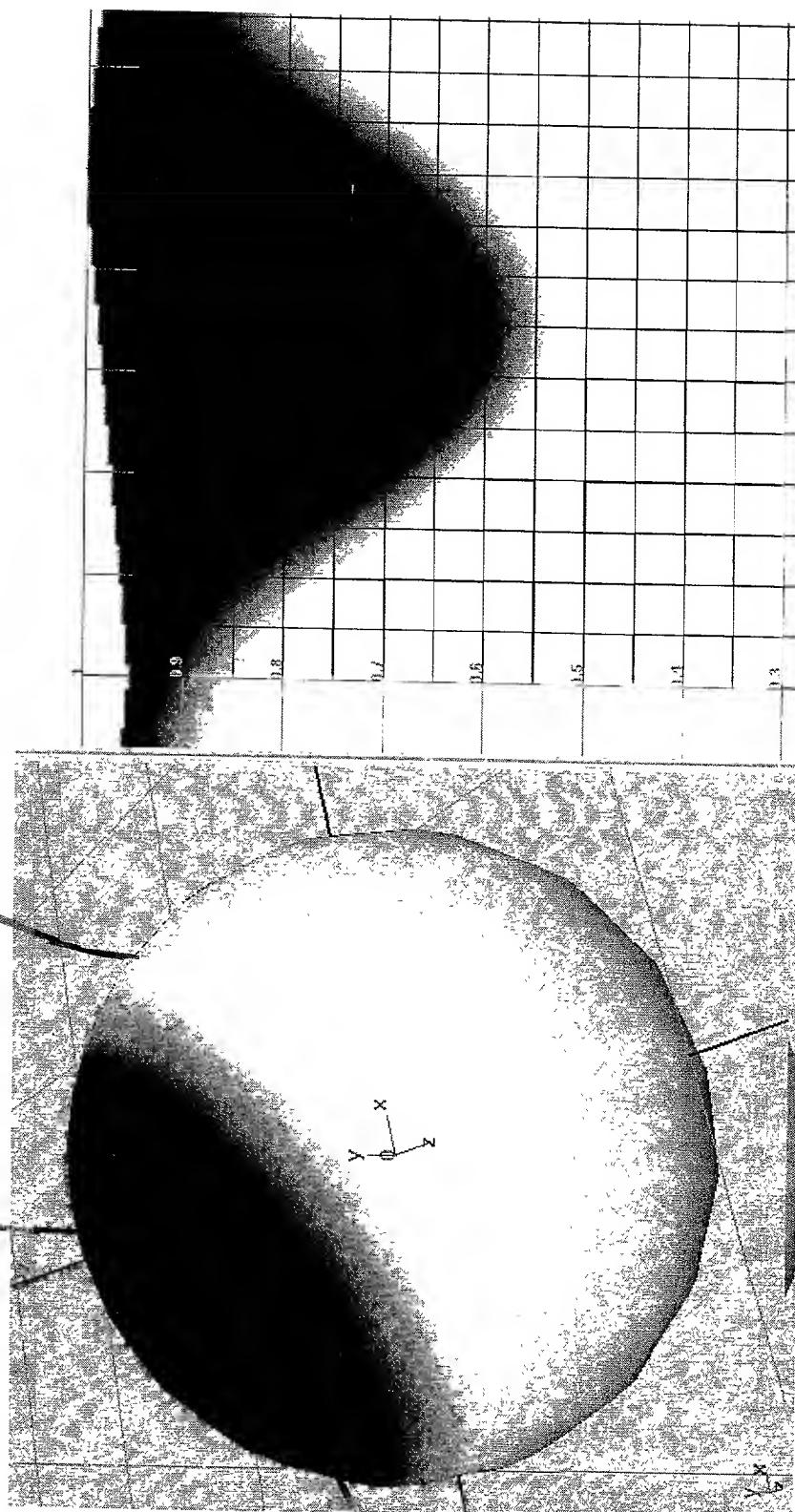


FIG. 10A

FIG. II B

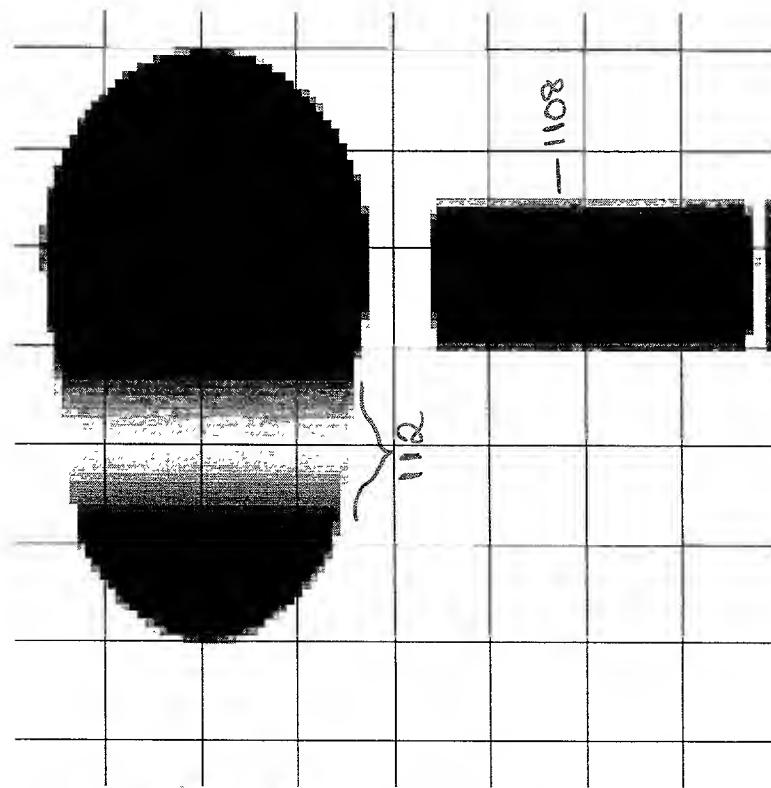
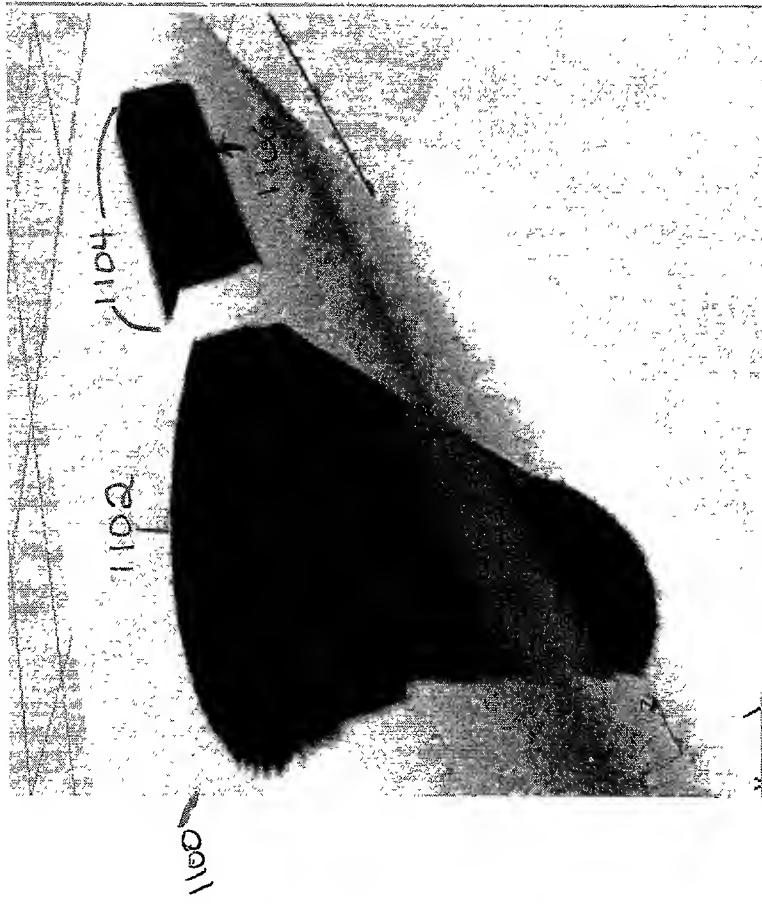


FIG. II A



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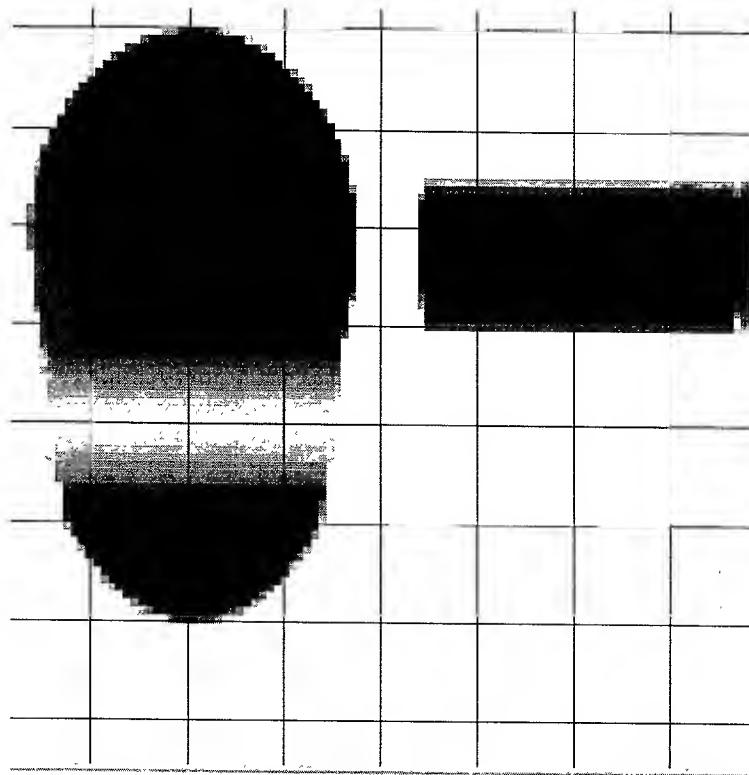


Fig 12B

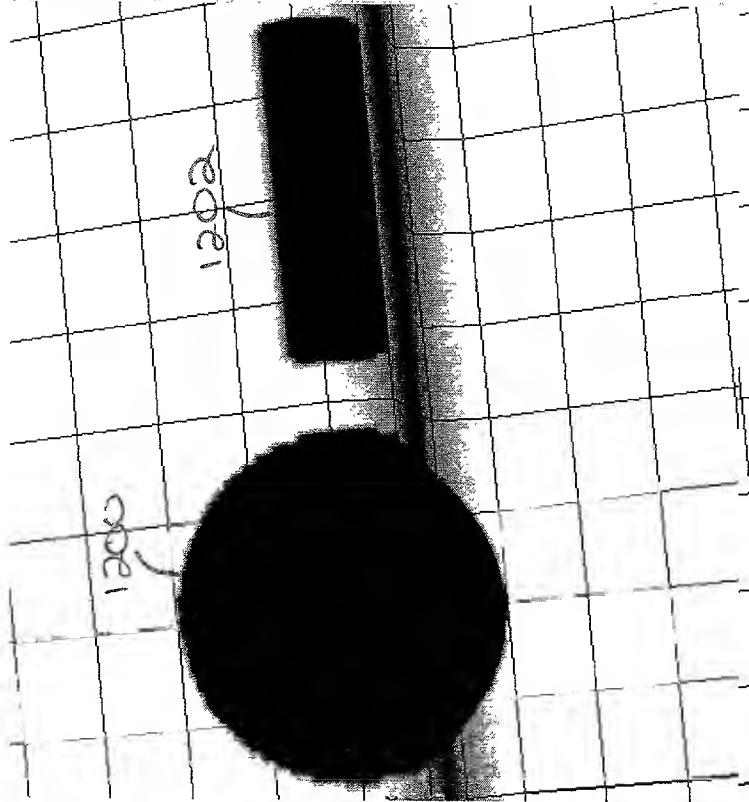


Fig 12A

2020-06-16 T 06:26:00

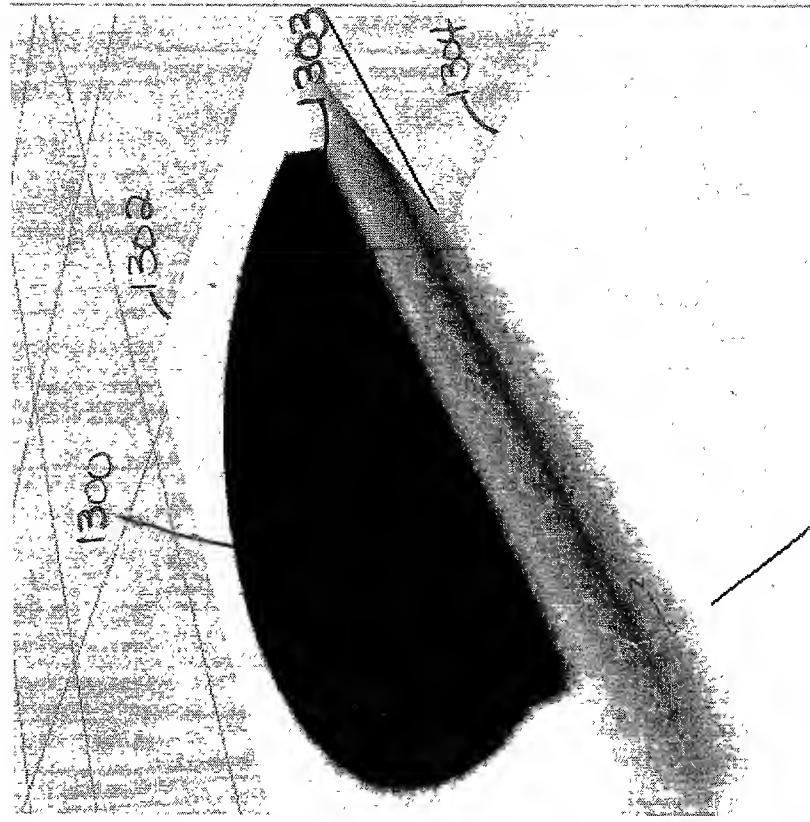


Fig 13A

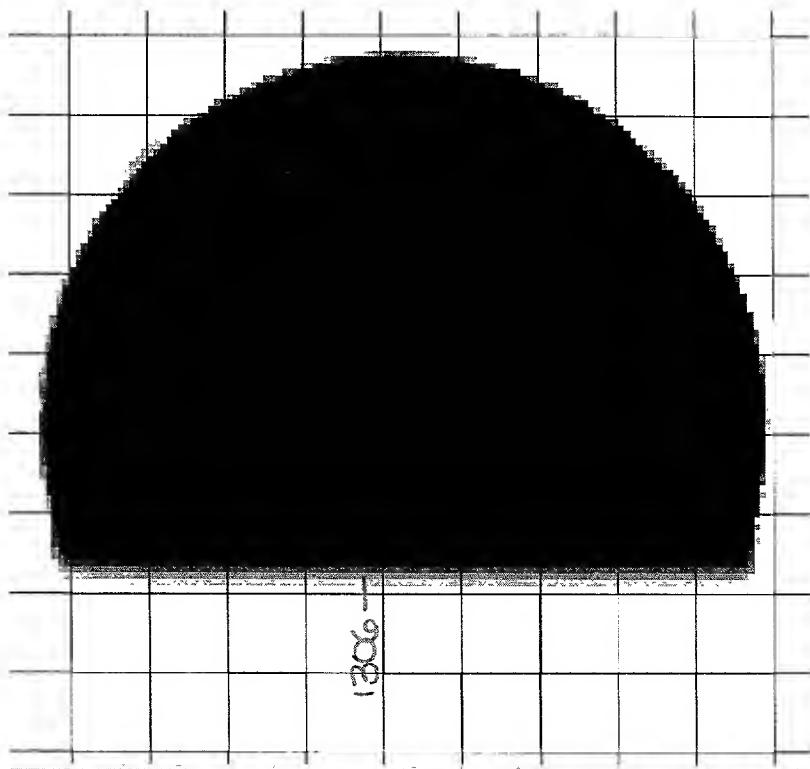
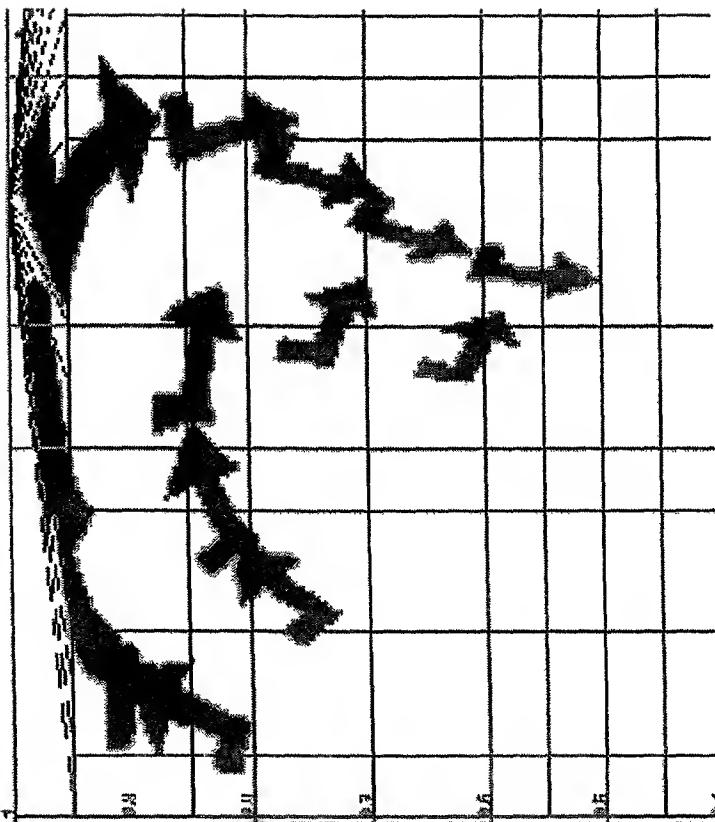


Fig 13B



四
Fig

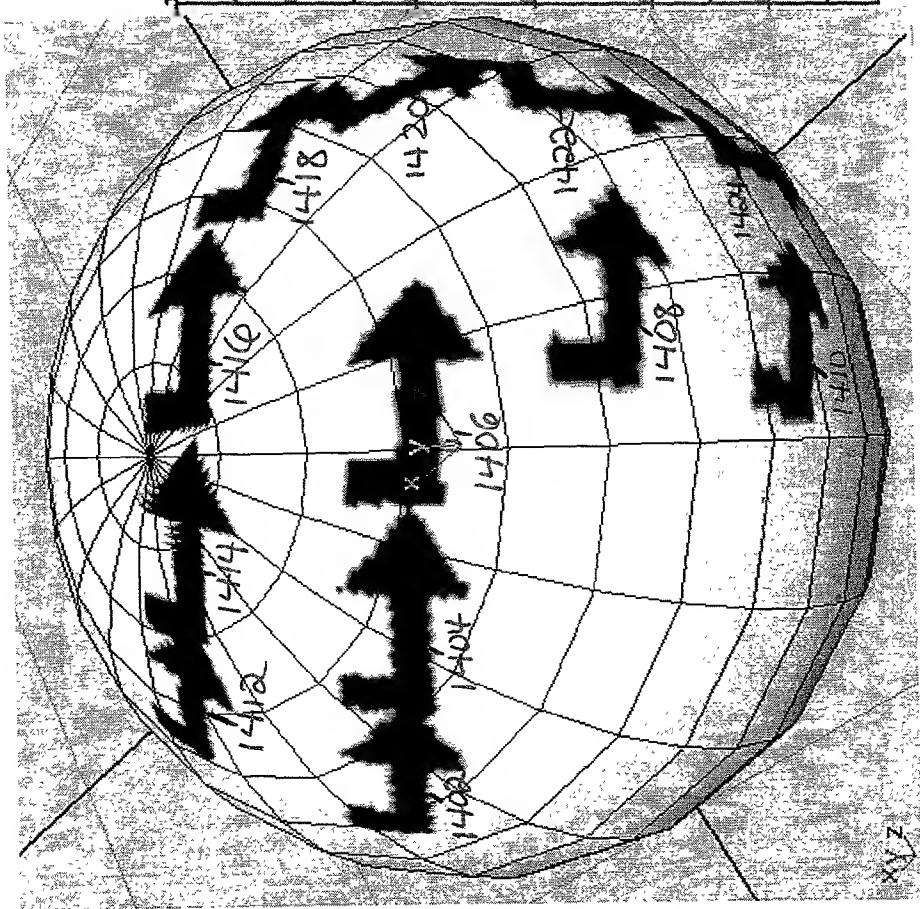
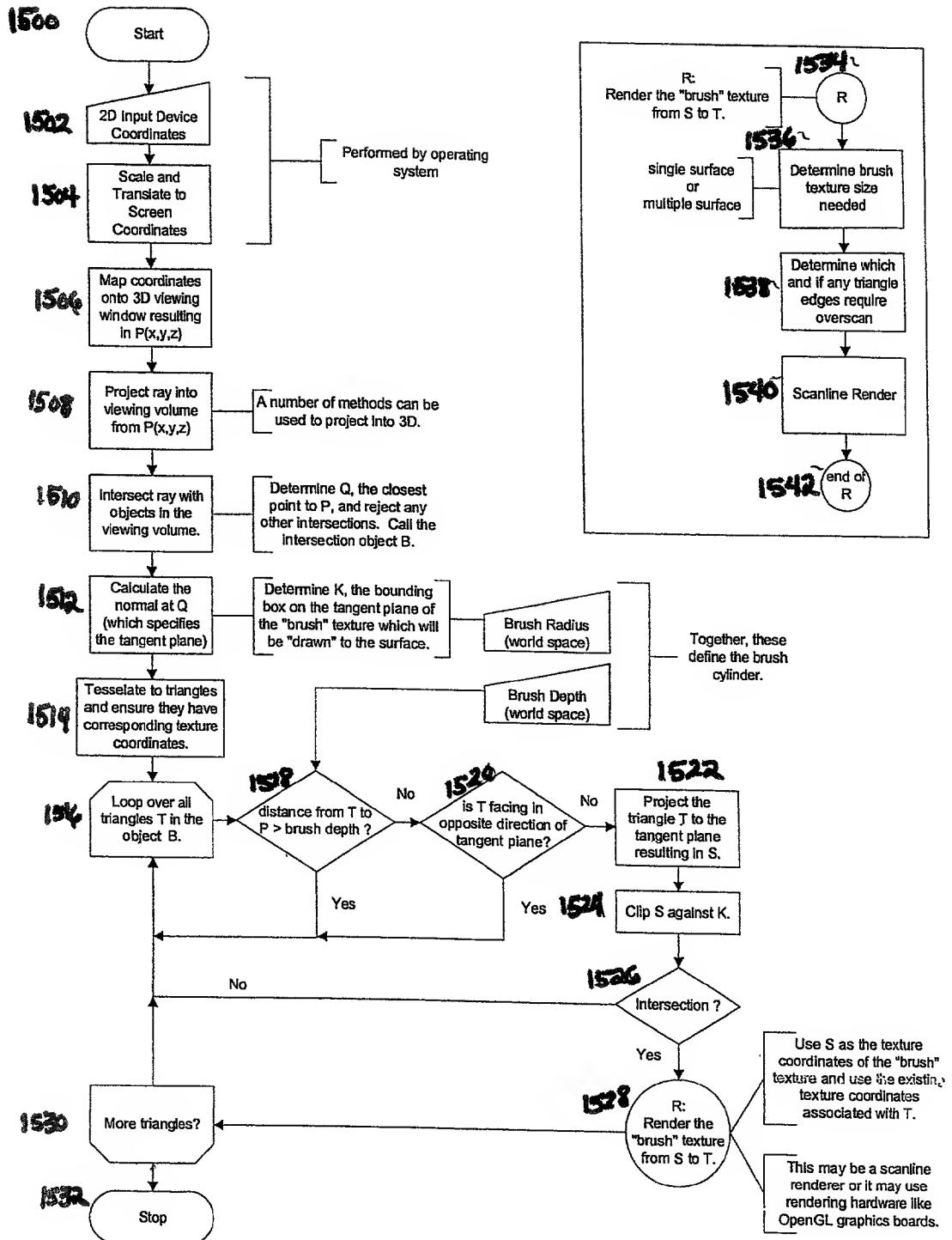


Fig 14A



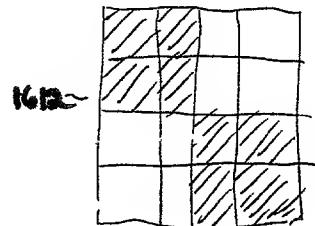
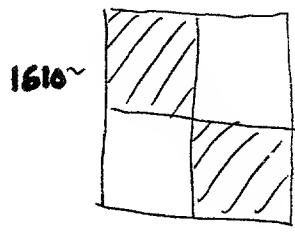
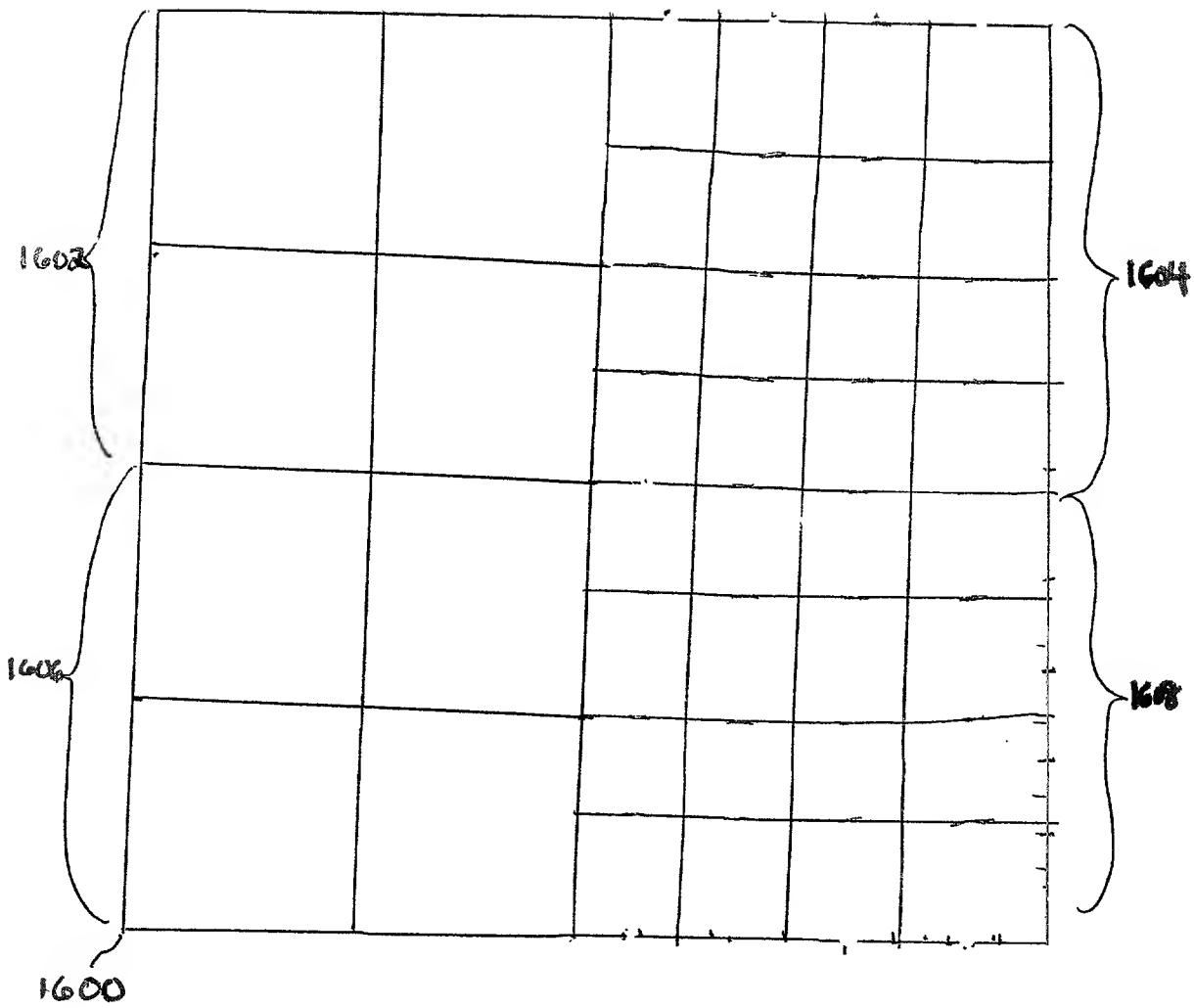
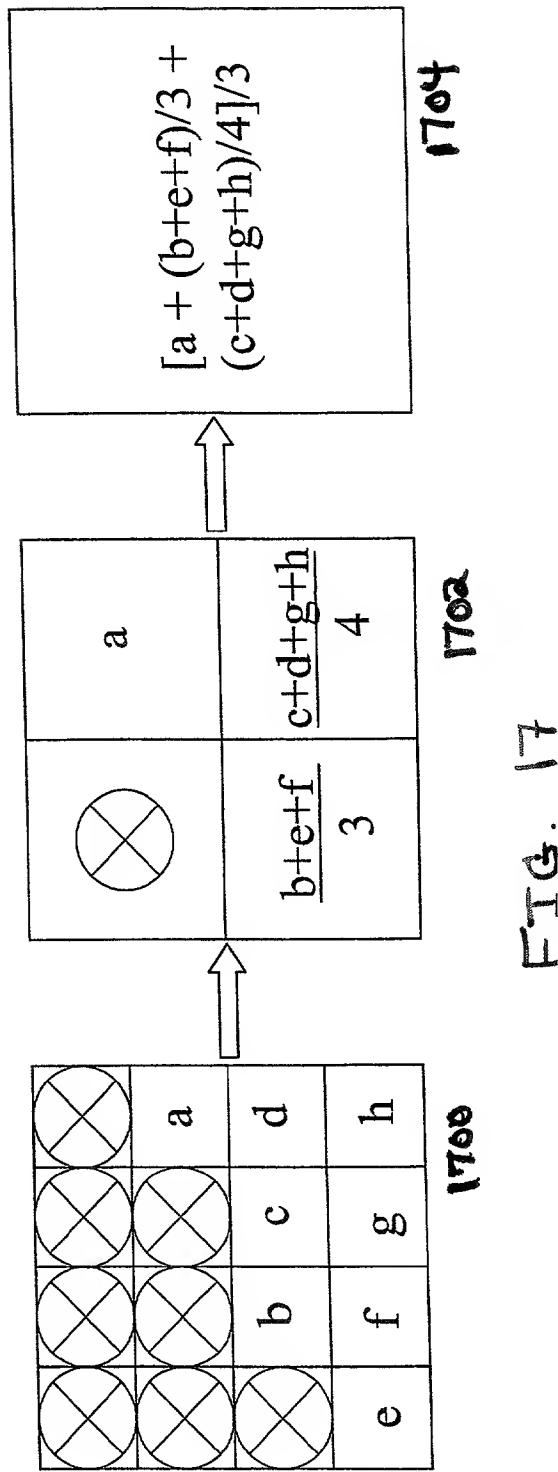


FIG. 16

- After standard paint and overscan techniques are used, the image is processed to fill all the remaining background pixels: \otimes .
- First step computes the mipmap levels keeping track of background pixels:
- If the 4 pixels at previous level are background pixels, the new one is background too.
 - Otherwise, the color is the average of the non background pixels.



W W X X
W W X a
y b c d
e f g h

Second step traverses the mipmap the other way, and assign the coarser level values to the corresponding background pixels.

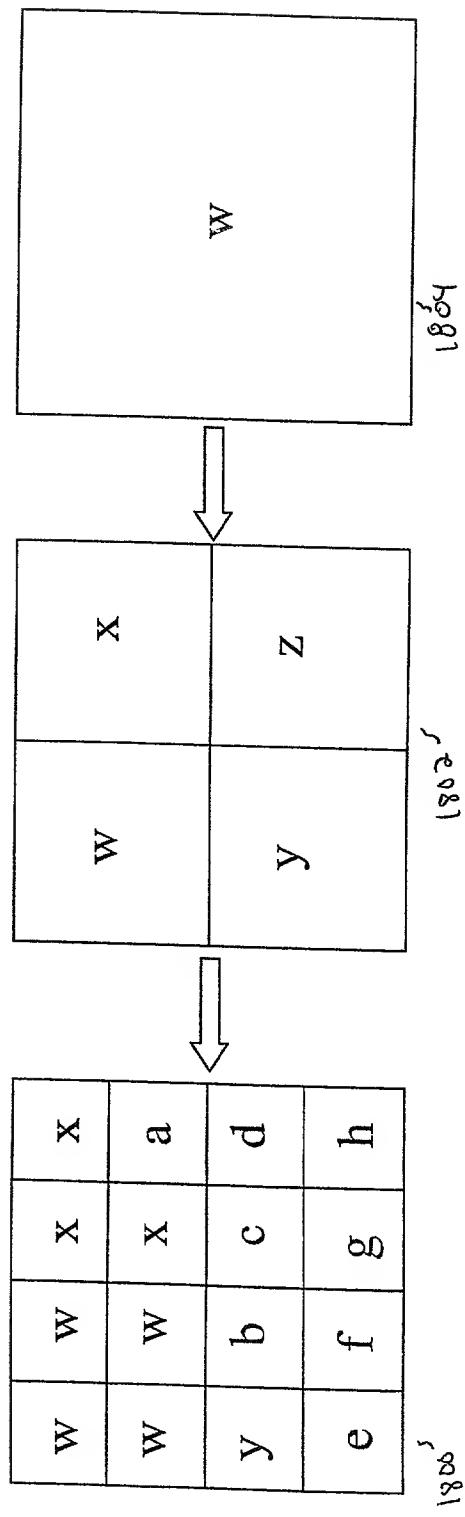


FIG. 18

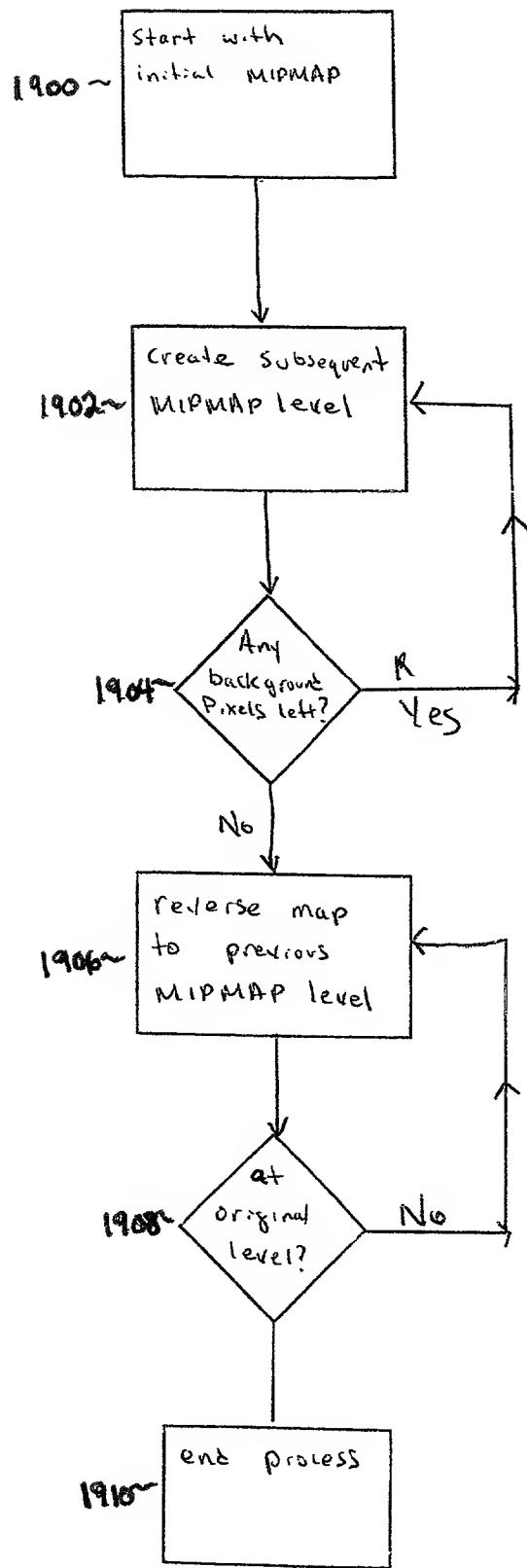


FIG. 19

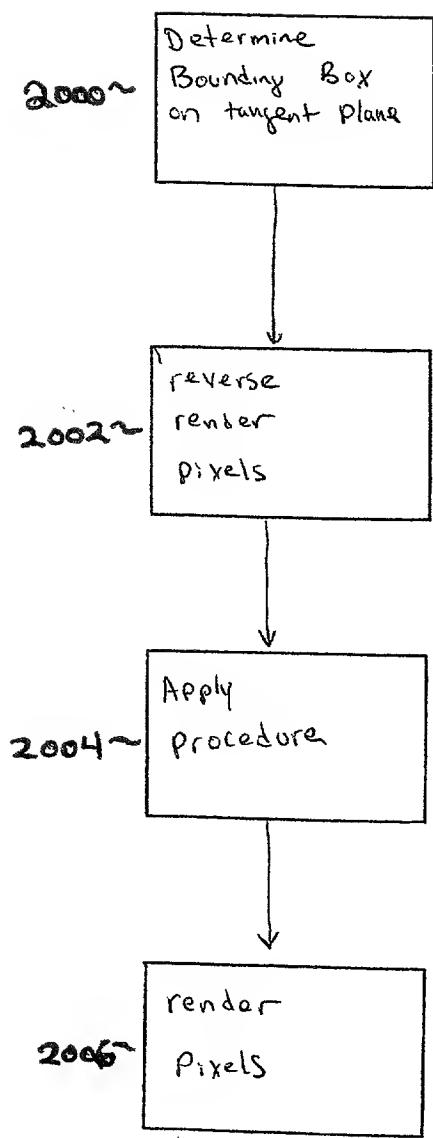


FIG. 20

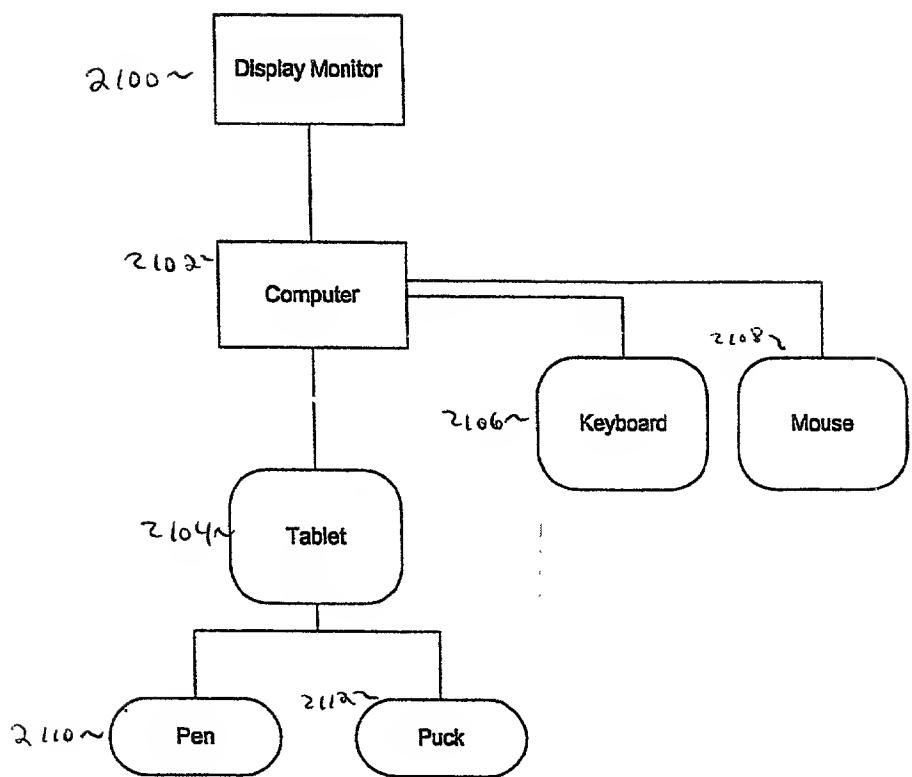


FIG. 21